

We claim:

1 1. A method for converting two-dimensional images into three-dimensional
2 images, comprising:
3 tracking an object in an image, the object having an object edge and an object outline
4 thereabout, from frame to frame over a sequence of images; and
5 creating object outlines in subsequent frames for converting two-dimensional images
6 into three-dimensional images maintaining an object outline to object edge distance spacing
7 relationship as the object moves or changes from frame to frame.

1 2. The method for converting two-dimensional images into three-dimensional
2 images of claim 1, wherein:
3 a virtual object corresponding to the object is defined such that the virtual object is
4 tracked and the object outlines generated independent of whether the object is obstructed from
5 view in a subsequent frame by another object moving into the foreground.

1 3. The method for converting two-dimensional images into three-dimensional
2 images of claim 1, wherein:
3 one or more sub-objects contained within the object are defined such that the sub-
4 objects are linked together and tracked as the object moves or changes from frame to frame.

1 4. The method for converting two-dimensional images into three-dimensional
2 images of claim 1, wherein:
3 one or more points contained within the object are associated with depth information
4 and defined such that the one or more points track the object as the object moves or changes
5 from frame to frame.

1 5. The method for converting two-dimensional images into three-dimensional
2 images of claim 1, wherein:

3 one or more contour pathlines contained within the object are associated with depth
4 contour information and defined such that the one or more contour pathlines track the object as
5 the object moves or changes from frame to frame.

1 6. The method for converting two-dimensional images into three-dimensional
2 images of claim 1, wherein the object outlines obey a maximum error threshold relative to an
3 initial frame of definition.

1 7. The method for converting two-dimensional images into three-dimensional
2 images of claim 1, further comprising:
3 selecting a severity of regulation for the distance spacing relationship to force errors in
4 the object outlines to an acceptable tolerance.

1 8. The method for converting two-dimensional images into three-dimensional
2 images of claim 1, wherein:
3 the object outlines are created employing a pixel image data tracking technique.

1 9. The method for converting two-dimensional images into three-dimensional
2 images of claim 1, wherein:
3 the object outlines are created employing a key frame curve interpolation technique.

1 10. The method for converting two-dimensional images into three-dimensional
2 images of claim 1, wherein:
3 the object outlines are created employing a combination of pixel image data tracking
4 and key frame curve interpolation techniques.

1 11. A method for converting two-dimensional images into three-dimensional
2 images, comprising:

3 defining an area of pixels around an object within an image frame of an image
4 sequence, resulting in an outline of the object spaced a particular distance from edges of the
5 object;
6 tracking the object as the object moves or changes from frame to frame; and
7 re-creating the outline in a different frame of the image sequence maintaining relative
8 distances between the edges of the object and the outline to create a different perspective for
9 a three-dimensional image.

1 12. The method for converting two-dimensional images into three-dimensional
2 images of claim 11, further comprising:
3 defining a virtual object corresponding to the object such that the virtual object is
4 tracked and the outlines generated independent of whether the object is obstructed from view
5 in a subsequent frame by another object moving into the foreground.

1 13. The method for converting two-dimensional images into three-dimensional
2 images of claim 11, further comprising:
3 defining one or more sub-objects contained within the object such that the sub-objects
4 are linked together and tracked as the object moves or changes from frame to frame.

1 14. The method for converting two-dimensional images into three-dimensional
2 images of claim 11, further comprising:
3 defining one or more points contained within the object and associated with depth
4 information such that the one or more points track the object as the object moves or changes
5 from frame to frame.

1 15. The method for converting two-dimensional images into three-dimensional
2 images of claim 11, further comprising:
3 defining one or more contour pathlines contained within the object and associated with
4 depth contour information such that the one or more contour pathlines track the object as the
5 object moves or changes from frame to frame.

1 16. The method for converting two-dimensional images into three-dimensional
2 images of claim 11, wherein the outlines obey a maximum error threshold relative to an initial
3 frame of definition.

1 17. The method for converting two-dimensional images into three-dimensional
2 images of claim 11, further comprising:
3 selecting a severity of regulation for the distance spacing relationship to force errors in
4 the outlines to an acceptable tolerance.

1 18. The method for converting two-dimensional images into three-dimensional
2 images of claim 11, wherein:
3 the outlines are created employing a pixel image data tracking technique.

1 19. The method for converting two-dimensional images into three-dimensional
2 images of claim 11, wherein:
3 the outlines are created employing a key frame curve interpolation technique.

1 20. The method for converting two-dimensional images into three-dimensional
2 images of claim 11, wherein:
3 the outlines are created employing a combination of pixel image data tracking and key
4 frame curve interpolation techniques.

1 21. A method for converting two-dimensional images into three-dimensional
2 images, comprising:
3 defining an object within an image frame of an image sequence, resulting in an
4 outline of the object spaced a particular distance from a perimeter of the object;
5 tracking the object as the object moves or changes from frame to frame; and

6 re-creating the outline in different frames of the image sequence maintaining relative
7 distances between the perimeter of the object and the outline to create an alternate
8 perspective for a three-dimensional image sequence.

1 22. The method for converting two-dimensional images into three-dimensional
2 images of claim 21, further comprising:

3 defining a virtual object corresponding to the object such that the virtual object is
4 tracked and the outlines generated independent of whether the object is obstructed from view
5 in a subsequent frame by another object moving into the foreground.

1 23. The method for converting two-dimensional images into three-dimensional
2 images of claim 21, further comprising:

3 defining one or more sub-objects contained within the object such that the sub-objects
4 are linked together and tracked as the object moves or changes from frame to frame.

1 24. The method for converting two-dimensional images into three-dimensional
2 images of claim 21, further comprising:

3 defining one or more points contained within the object and associated with depth
4 information such that the one or more points track the object as the object moves or changes
5 from frame to frame.

1 25. The method for converting two-dimensional images into three-dimensional
2 images of claim 21, further comprising:

3 defining one or more contour pathlines contained within the object and associated with
4 depth contour information such that the one or more contour pathlines track the object as the
5 object moves or changes from frame to frame.

1 26. The method for converting two-dimensional images into three-dimensional
2 images of claim 21, wherein the outlines obey a maximum error threshold relative to an initial
3 frame of definition.

1 27. The method for converting two-dimensional images into three-dimensional
2 images of claim 21, further comprising:
3 selecting a severity of regulation for the distance spacing relationship to force errors in
4 the outlines to an acceptable tolerance.

1 28. The method for converting two-dimensional images into three-dimensional
2 images of claim 21, wherein:
3 the outlines are created employing a pixel image data tracking technique.

1 29. The method for converting two-dimensional images into three-dimensional
2 images of claim 21, wherein:
3 the outlines are created employing a key frame curve interpolation technique.

1 30. The method for converting two-dimensional images into three-dimensional
2 images of claim 21, wherein:
3 the outlines are created employing a combination of pixel image data tracking and key
4 frame curve interpolation techniques.